STAR WARS™

THE OFFICIAL STARSHIPS & VEHICLES COLLECTION

8

DARTH VADER'S TIE ADVANCED X1

Sith Lord's experimental starfighter

Bounty hunter Zuckuss

Defending the Death Star

DeAGOSTINI

LUCAS BOOKS

CONTENTS

2 Legendary Craft
The TIE Advanced x1.

4 Action Stations
Defending the Death Star.

6 Welcome On Board
Darth Vader, destroyer of the Jedi.

10 Starship & Vehicle Directory
The *Mist Hunter*, Zuckuss's ship.

12 In Command
The TIE Advanced x1.

18 Droids, Aliens & Creatures
Zuckuss, an insectoid bounty hunter.

20 In A Galaxy Far, Far Away
The Death Star's thermal exhaust port.

24 A Revolution In Film
The battle in the trench and how to create a realistic model.

26 Movie Magic
TIE Advanced x1; the various stages of its creation.

28 Did You Know?

29 Star Wars A–Z

NEXT ISSUE:
The second Death Star

IT'S EASY TO CONTINUE YOUR COLLECTION

Ask your newsagent to reserve future issues for you to collect on a fortnightly basis.

Receive your issues by post. Ring the Order Line for more information:

UK and Ireland: 0845 1489 251
Australia: (03) 9872 4000
New Zealand: (09) 308 2871
South Africa: (011) 265 4304

VISIT THE DE AGOSTINI WEBSITE AT:
UK: www.deagostini.co.uk
AUS: www.deagostini.com.au
SA: www.deagostini.co.za
NZ: www.deagostini.co.nz

Missed an issue?
Ring Customer Services
UK and Ireland: 0845 1489 250
Australia: (03) 9872 4000
New Zealand: (09) 308 2871
South Africa: (011) 265 4304

NOT SUITABLE FOR CHILDREN UNDER THE AGE OF 14

THIS PRODUCT IS NOT A TOY AND IS NOT DESIGNED OR INTENDED FOR USE IN PLAY

Packaged by Continuo Creative, 39-41 North Road, London N7 9DP

ISBN: 0 7489 3334 4
N08 08 12 31

© 2008 Lucasfilm Ltd & ™. All rights reserved

© 2008 De Agostini UK Ltd, Griffin House, 161 Hammersmith Road, London W6 8SD

© 2006 Editions Atlas

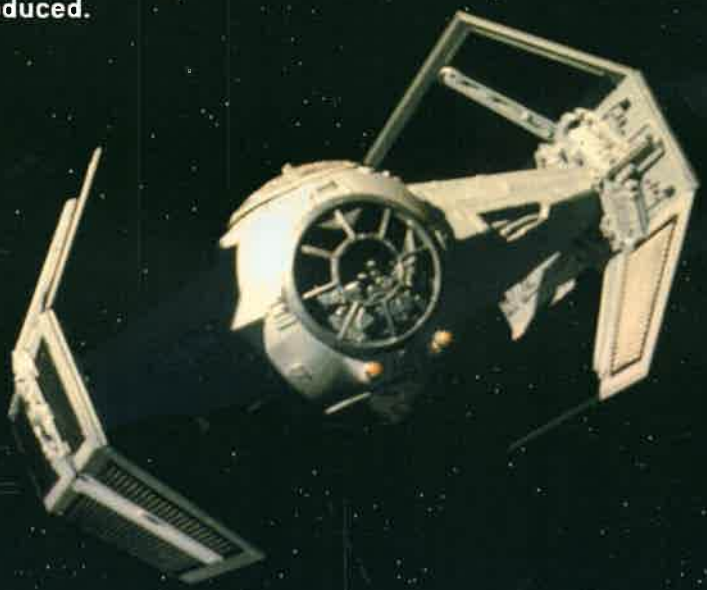
Printed in the EU

STAR WARS

The development of the TIE Advanced x1 was driven by two factors: the early successes of Rebel Alliance fighter tactics and the personal requirements of Lord Darth Vader. The resulting fighter was a huge improvement on existing TIEs, but the prototype never became a production model, as the project was cancelled by the Navy because of the high unit cost. In fact, the Navy hierarchy was concerned that bureaucrats would cancel orders for capital ships if a hyperspace-capable fighter were introduced.

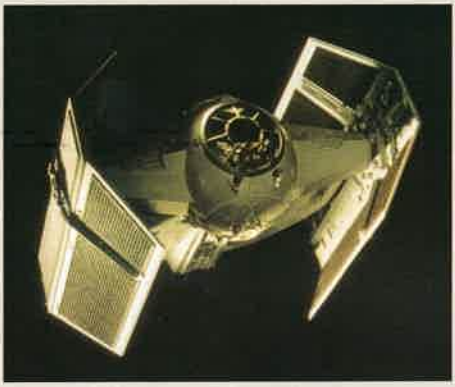
'SEVERAL FIGHTERS HAVE BROKEN OFF FROM THE MAIN GROUP. COME WITH ME!'

DARTH VADER



THE STORY
OF THE TIE ADVANCED x1

Taking as its starting point the basic design tenets of the TIE fighter – paired ion engines, solar-panelled wings and twin laser cannon – Darth Vader and Sienar Fleet Systems created the TIE Advanced x1. The short run of prototype craft were to be the vanguard of future TIE developments, including the TIE interceptor and the TIE Avenger.



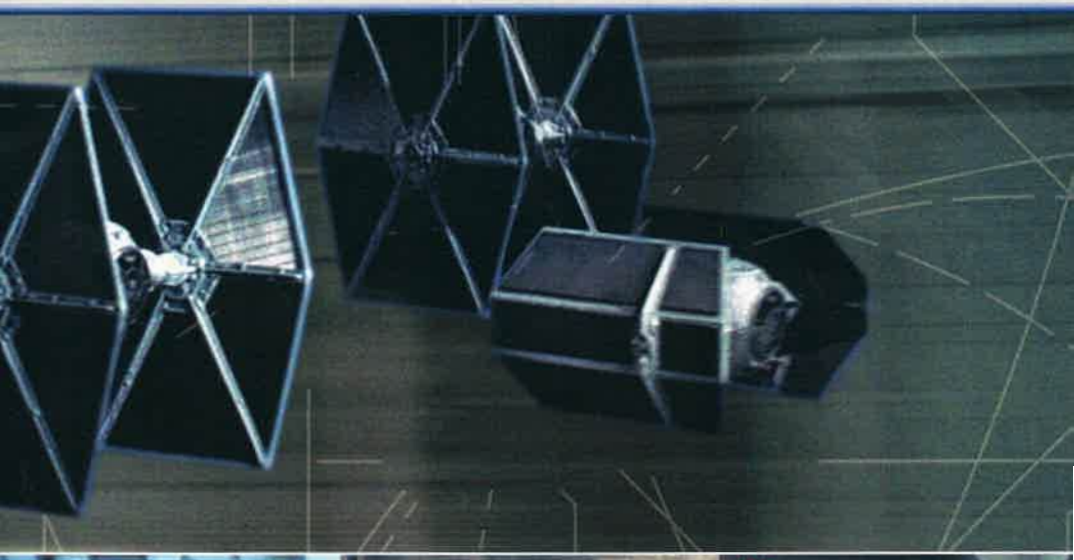
Thanks to its unique spaceframe, the TIE Advanced x1 is easily recognisable. The reinforced hull includes a back plate that sweeps out from behind the spherical cockpit and carries the additional technology that doesn't fit in a standard TIE. The bent-wing configuration, complete with reinforced wing braces, not only presents a greater surface area of the solar panels across a wider range of flight angles, but also gives the fighter a smaller combat silhouette.

For A Dark Lord's Favour

The TIE Advanced x1 immediately won favour with Darth Vader. The TIE Advanced's shields, as well as its reinforced hull, gave Darth Vader the edge he needed in combat. Despite being able to pump out a great deal more power from its engines than the standard TIE, the Advanced was not significantly faster. Its additional mass was one factor in this, but a lot of energy also went into powering the shields and hyperdrive. The Advanced had no life support system, however – it did not need them as the Sith Lord carried his own with him at all times.

Ready To Fight

Although, ultimately, he failed to prevent the destruction of the first Death Star, the Advanced x1 allowed Vader to dispatch many Rebels and survive an attack by Han Solo and the *Millennium Falcon*'s quad laser cannons. Lastly, the hyperdrive fitted to the Advanced allowed Darth Vader to escape the



Yavin system, despite his ship's crippled wing, and eventually return via the nearest Imperial facility.

A Victim Of Politics

Sienar Fleet Systems made a number of the TIE Advanced x1s available for testing with the Empire, and later went into a very limited, very short-lived production run of the ship. Enough were constructed and deployed for them to be a favourite amongst elite units such as Storm Squadron. However, the Empire opted for the cheaper TIE interceptor. The cost of the Advanced was the official reason, but Lord Vader was not a popular figure with the Navy hierarchy, and they were also worried about losing future capital ship production to a hyperspace-capable fighter.

Production ceased before the Battle of Endor and the fighter became a deadly rarity in Imperial service. Vader's own example was repaired and carried on board the Super Star Destroyer *Executor*.

Lando's Luck

Vader's fighter was destroyed when the *Executor* crashed, but enough TIE Advanced x1 prototypes were produced that a precious few made it into private hands, particularly after the Battle of Endor. During the Yuuzhan Vong invasion, Lando Calrissian used a number of ex-Imperial TIE Advanced x1s amongst the asteroids of Dubrillion as part of a dangerous piloting race through the ever-moving rock storm. Such frivolity would not have pleased the ship's original designer but were a testament to the ship's undoubted capabilities.

UNDER ATTACK!
DEFENDING THE DEATH STAR

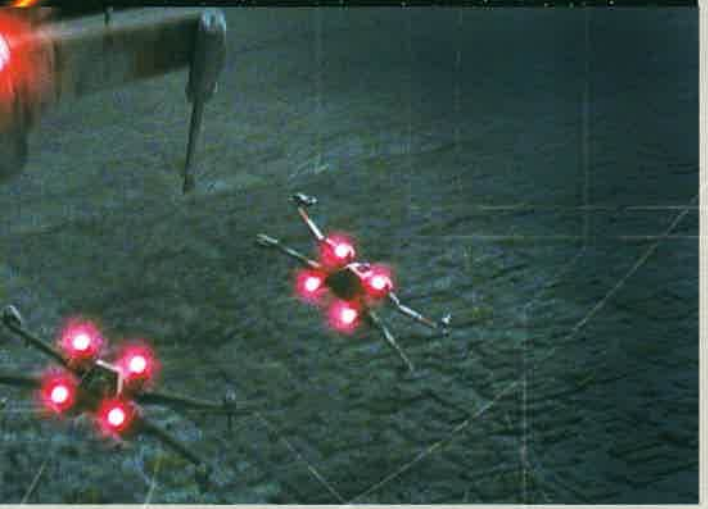
The Death Star was the epitome of the Empire's doctrine of ruling through fear. It had the latest Imperial technology, including a planet-smashing super laser. It was fitting that Lord Vader flew to its defence in the most advanced fighter the Empire could field.

As the Death Star approached the Rebel base on Yavin, the station's commander, Grand Moff Tarkin, believed the Empire's victory was inevitable. The Death Star was invincible, but in any case the Alliance had no capital ships at Yavin. Even if they had, the station was designed to repel the heaviest assault possible.

In what looked like desperation, the Rebels sent a flight of X-wings and antiquated Y-wings. Tarkin ignored them. However, the heavy turbolasers on the surface of the station couldn't lock on to the tiny fighters. Even then, the Imperial strategists ignored the threat. Only one person aboard the Death Star took action – Darth Vader.

A Rebel Threat?!

The Dark Lord of the Sith was not blinded by the 'technological terror' that was the Death Star. He did not underestimate the threat that



"That's no moon! It's a space station." Obi Wan
"It's too big to be a space station." Han Solo

the Rebels represented, and he scrambled a relatively small number of Imperial TIE fighters to deal with the attackers. Then, when a small band broke off from the main group and the Alliance's plan became clear, Vader took his own fighter and wingmen out to deal with Gold Leader and his Y-wings, then picked off Red Leader and his wingmen.

Vader's Failure

The Alliance attack, and the future of freedom in the galaxy, now hung on the most slender of threads. Coldly and methodically, Vader had personally destroyed all threats to the station. All that remained was one pilot in a battered X-wing. The strength of that pilot's ability in the Force distracted Darth Vader for vital moments. As he prepared to deliver the fatal shot, Vader was surprised by the arrival of the *Millennium Falcon*, and his crippled ship spun off into space after colliding with a wingman. Moments later, Luke Skywalker's shot secured an Alliance victory at Yavin. But it had been a terrifyingly close call and, thanks to the TIE Advanced x1, Vader would be back.

DARTH VADER

DARK LORD OF THE SITH

Destroyer of the Jedi Order, the Emperor's personal enforcer, Darth Vader, had overcome the physical restrictions from the injuries he had received in his duel with Obi-Wan Kenobi, and from the bulky armour he had to wear to stay alive. By immersing himself in the dark side of the Force, he became the most feared of Palpatine's agents – even within the Empire.

As Palpatine rose to power in the galaxy, ever at his side, as though the embodiment of the Emperor's own shadow, was Darth Vader. Having all but destroyed the Jedi, the Dark Lord of the Sith went on to become the Emperor's chief agent in maintaining control of the Empire itself.

With An Iron Hand

Palpatine maintained control of his vast Empire by, in essence, pitting its senior administrators and military personnel against each other. Darth Vader was a blunt instrument for dispensing justice, his fatal disciplinary methods earning him the enmity of senior staff across the Army, Navy and bureaucracy. By focusing such hatred on Vader, Palpatine was able to deflect it from himself and better seek out and destroy dissenters, particularly amongst the old guard left over from the days of the Old Republic.

"Don't be too proud of this technological terror you've constructed. The ability to destroy a planet is insignificant next to the power of the Force." Darth Vader

PROFILE

Affiliation
Empire

Birth planet
Tatooine

Height
2.02 metres (in armour)

Weapon
Lightsaber

Species
Human

Treason!

After the Battle of Yavin, Vader focused his energies on three issues. Firstly the powerful Tagge family were vying for increased power and influence in the Empire, and for their own, dangerous ends. Secondly, the leader of the Coruscant-based criminal organisation Black Sun, Prince Xizor, sought to replace

Vader as the Emperor's right-hand man. Lastly, Darth Vader was determined to uncover the identity of the pilot, so strong with the Force, who had destroyed the Death Star.

With the Rebel Alliance blockaded at Yavin, and having uncovered a conspiracy of Imperial admirals at the shipyards of Fondor, Vader followed one lead after another until he learned the identity of the pilot who had destroyed the Death Star – Luke Skywalker. Vader quickly put the shock of learning he had a living son behind him. It was more important that the young man must be destroyed or turned to the dark side. Once corrupted, perhaps father and son might overthrow the Emperor. But despite discovering his son's identity, Vader repeatedly failed to capture him.

The Rival

Having disposed of the threat of the Tagge family, and after his successes on Hoth, Vader found himself up against a more cunning foe. Prince Xizor, leader of the Black Sun syndicate, sought Vader's destruction as a matter both of revenge – Vader had ordered many of his family killed – and business. As the Emperor's favourite, Xizor's criminal

An Extraordinary Pilot

Though trapped in bulky body armour, Darth Vader lost none of the gifts that had made him, as Anakin Skywalker, such an exceptional pilot. His interest in technology was largely undiminished, particularly when it came to his own spacecraft. Vader personally advised on the design of the TIE Advanced x1, and the first prototype was given to him.

organisation would have risen to a point where he might even challenge Palpatine himself. Vader uncovered a plot by Xizor to kill Skywalker and frame him. Having failed to turn or capture Luke at Bespin, Vader's position with the Emperor was a little shaken. Uncovering Xizor's plot and destroying the Falleen Prince over Coruscant cemented Vader's relationship with Palpatine and removed his last serious rival. However, his dilemma over what to do with Luke Skywalker remained.

Behind The Scenes

Sometimes, a cinematic icon can be born from near-fluke and circumstance. The Darth Vader we know emerged from such happy happenstance. The second outline of *Star Wars* Episode IV had Vader boarding Princess Leia's ship from space. He used breathing apparatus to cross from ship to ship. Ralph McQuarrie's visualisation of the mask was so stunning that it was decided to keep it!

"He's more machine now than man. Twisted and evil."

Obi-Wan Kenobi

THE *MIST HUNTER*

ZUCKUSS'S SHIP

The modified G-1A transport *Mist Hunter* was built and improved specifically for the Gand findsman Zuckuss. Fast and heavily armed, it served the bounty hunter and his droid partner, 4-LOM, well for many years.

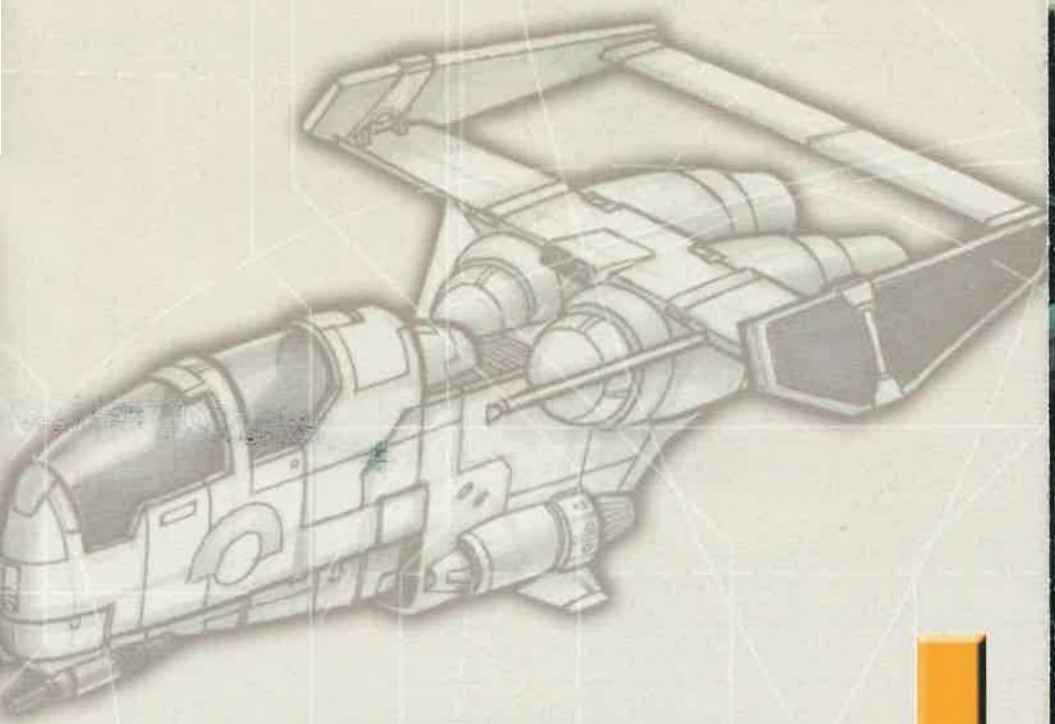
The Byblos Drive Yards were not known for their technical expertise. Rather, they were known for accepting a bribe and expertly adding undeclared and often illegal modifications to the vessels they built. This is why a group of Gand businessmen approached Byblos to build the *Mist Hunter*. It was to be flown by one of the investors – the successful findsman, Zuckuss, who was heading out into the galaxy as a bounty hunter.

Ideal Partnership

The modifications made to the basic transport vessel included twinned assault laser cannon and a military grade tractor beam projector, as well as the usual holding cells in the cargo bay that every self-respecting bounty hunter needed. Even with these, the ship could still carry more than a ton of cargo. Eight passengers (willing or not) could be carried in a concealed compartment. The ship was also able to operate on the surface of a planet thanks to the combat repulsorlifts *Mist Hunter* was fitted with – a system more usually associated with the combat cloud cars that Byblos Drive Yards' sister company, Byblos RepulsorDrive, made for planetary defence forces. Together with his bounty-hunting partner 4-LOM, Zuckuss and *Mist Hunter* made a deadly combination.

Behind The Scenes

For the 1999 release of Decipher Inc.'s limited-run Dagobah expansion of their *Star Wars* Customisable Card Game, artist Joe Boulden visualised the *Mist Hunter* for the first time in two cards. A third card was added in the later set, Enhanced Jabba's Palace. Prior to this point, the ship had only ever been mentioned in vague descriptions in the likes of the short story collection *Star Wars: Tales of the Bounty Hunters*.



Mist Hunter Profile

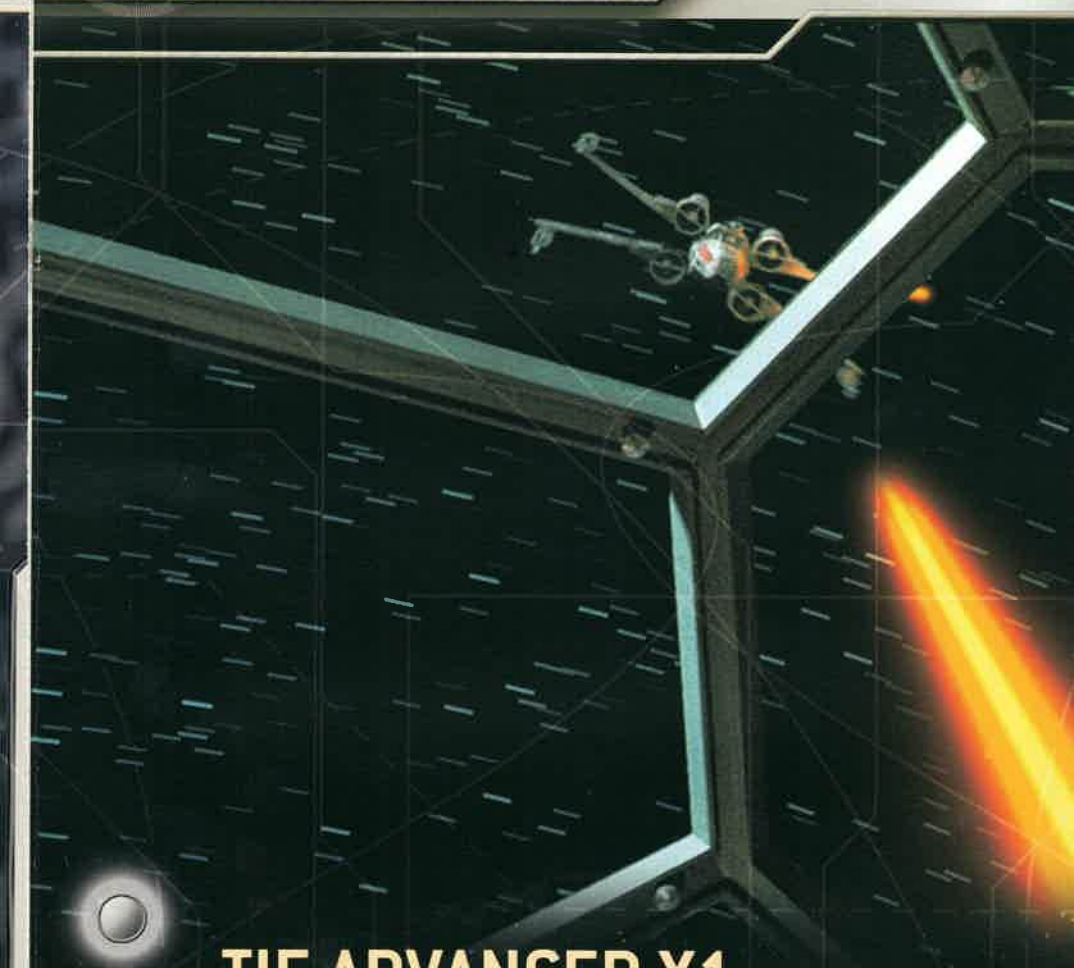
Type
Modified G-1A transport

Size
15 metres long

Maximum Speed
1,000 km/h

Manufacturer
Byblos Drive Yards

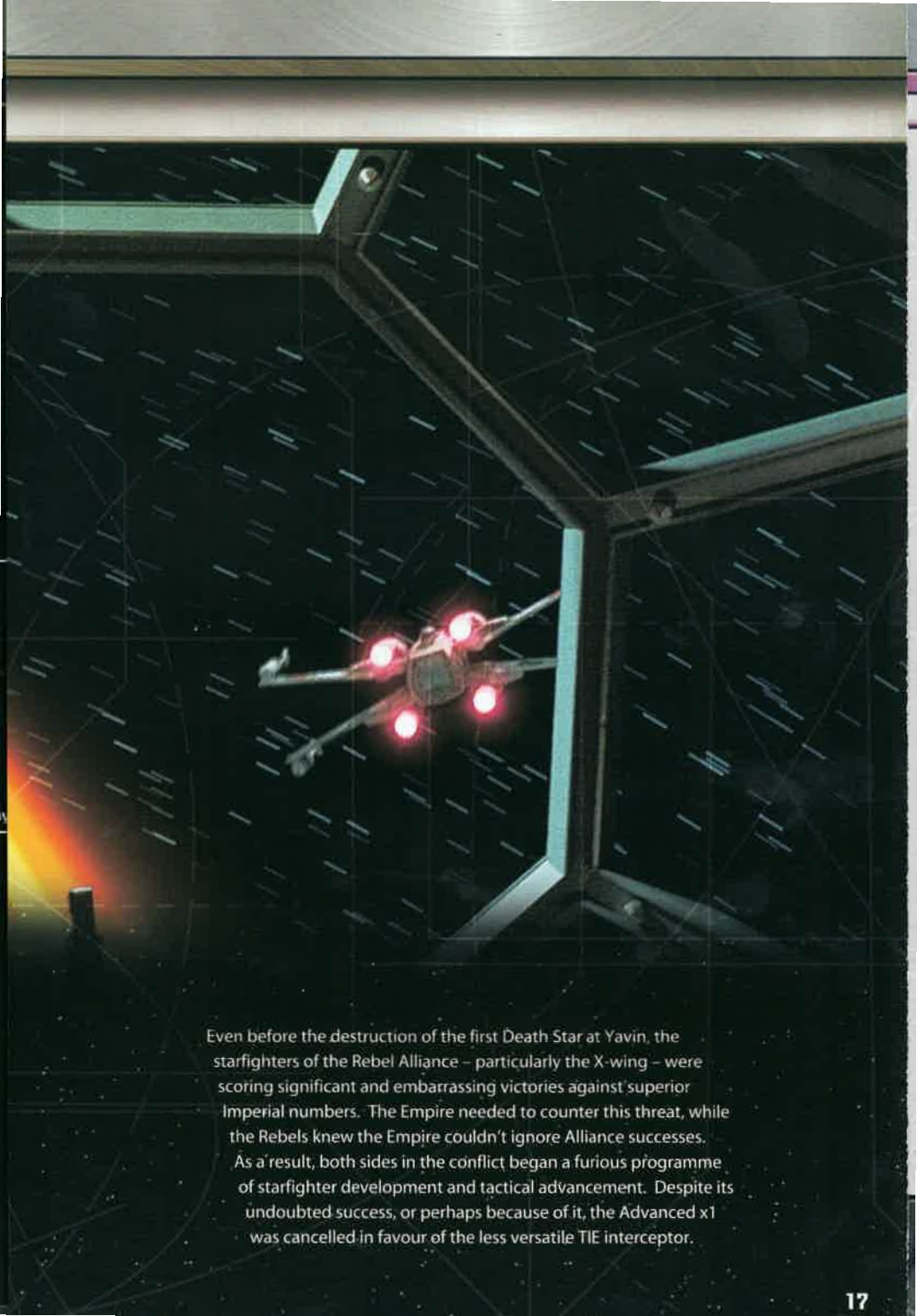
Weapons
Assault laser cannon x2, tractor beam projector x1



TIE ADVANCED X1

AN EXCEPTIONAL STARFIGHTER PROTOTYPE

Flown at the Battle of Yavin by no less a pilot than the Dark Lord of the Sith himself, this singular fighter was one of a short run of prototypes brought into Imperial service by Sienar Fleet Systems during the critical period between Yavin and the Battle of Endor.



Even before the destruction of the first Death Star at Yavin, the starfighters of the Rebel Alliance – particularly the X-wing – were scoring significant and embarrassing victories against superior Imperial numbers. The Empire needed to counter this threat, while the Rebels knew the Empire couldn't ignore Alliance successes. As a result, both sides in the conflict began a furious programme of starfighter development and tactical advancement. Despite its undoubted success, or perhaps because of it, the Advanced x1 was cancelled in favour of the less versatile TIE interceptor.

THE TIE ADVANCED X1

Type
Starfighter

Model
Twin ion engine Advanced x1

Manufacturer
Sienar Fleet Systems

Length
9.2 metres

Engines
SFS P-s5.6 twin ion engines

Power Plant
SFS I-s3a solar ionisation reactor

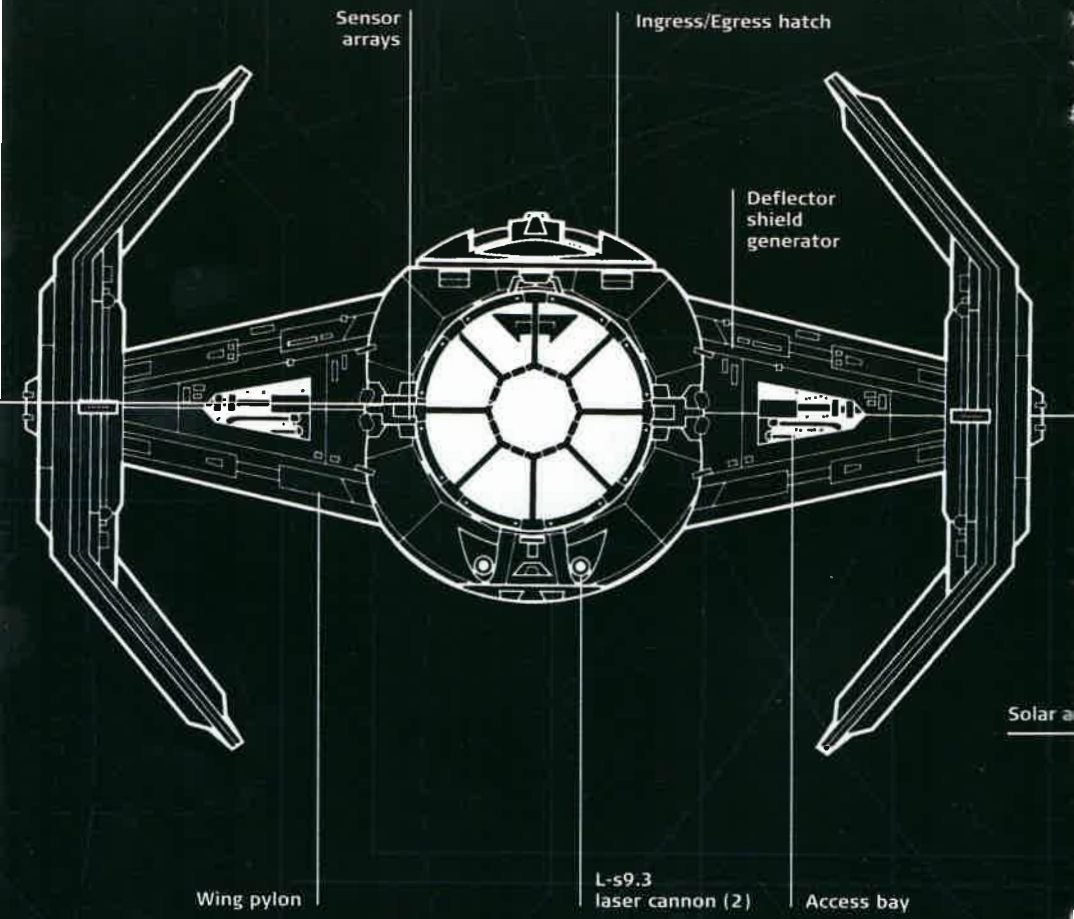
Crew
1 Pilot

Armament
2x L-s9.3 laser cannon

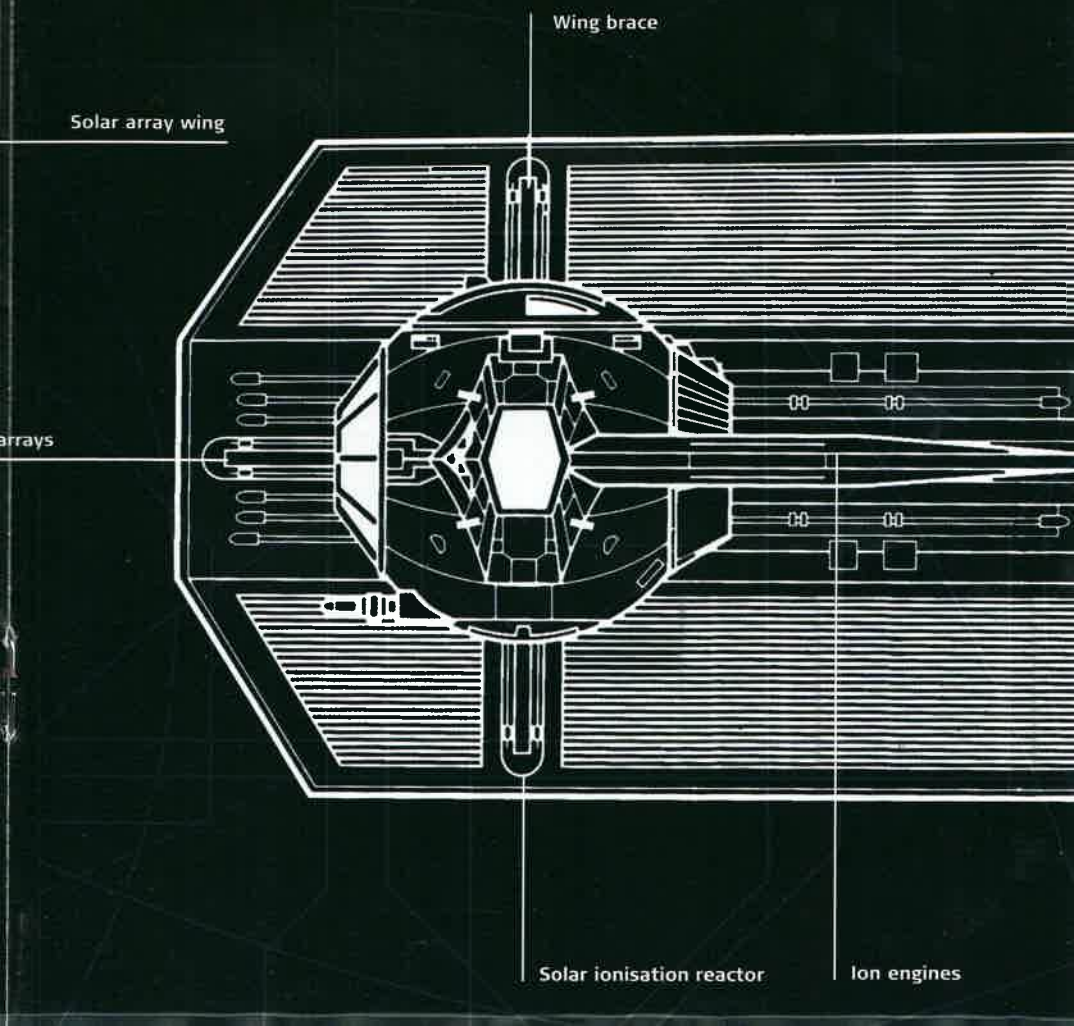
Affiliation
Empire

Main transparisteel viewport

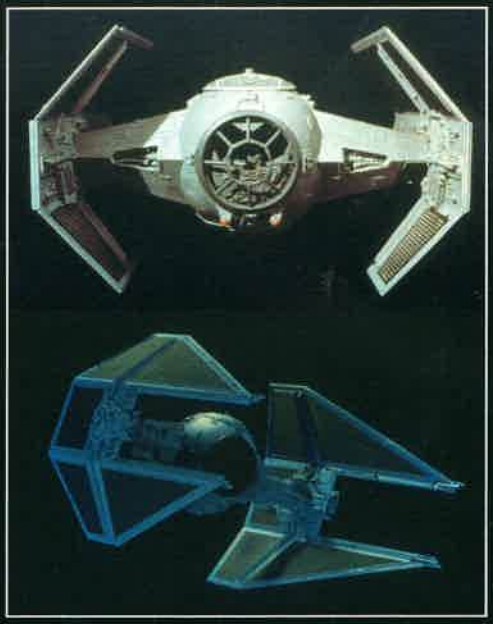
As a Jedi, Anakin Skywalker had worked with starship designers and technicians to get the best from his starfighters. As Darth Vader, the fallen Jedi continued this habit, and the result was the TIE Advanced x1. Despite its obvious success, Vader's unpopularity with Imperial bureaucrats and senior Navy officers saw the project cancelled allegedly because of cost, though many also feared the cancellation of capital ship projects in favour of the hyperspace-capable fighter.

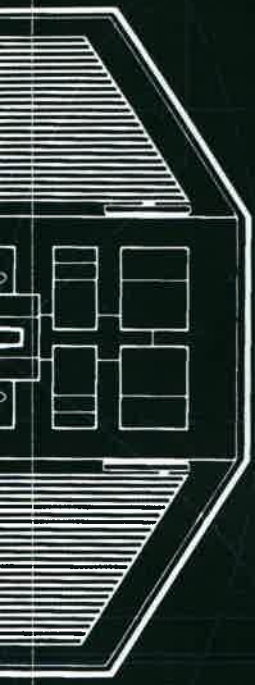

Sensor arrays
Ingress/Egress hatch
Deflector shield generator
Solar a
Wing pylon
L-s9.3 laser cannon (2)
Access bay

This starfighter prototype, used by Darth Vader at
Battle of Yavin, was used to develop the terrifying
effective TIE interceptor.



t the
gly





TIE Advanced x1 and TIE interceptor

The TIE Advanced x1 was the first Imperial starfighter to be fitted with both shields and a hyperdrive. The resulting ship was a significant departure from the Imperial norm of mass-produced, very disposable fighters. Though the project was cancelled, the research and combat data was funnelled into the development of the TIE interceptor, a fighter so successful that, had it been at Endor in more significant numbers, the outcome might not have been so good for the Rebel Alliance.

Despite the massively powerful engines and the advanced power plant, the TIE Advanced x1 was only just barely faster than the interceptor that it later spawned. This was because the Advanced x1 had to power the shields and hyperdrive, as well as propel a significantly heavier ship, complete with a reinforced hull. The Advanced x1 was also notably more difficult to fly, being less manoeuvrable than the standard TIE. Still, a number of elite Imperial starfighter units used the Advanced x1 for a long time after it was taken out of production.

ZUCKUSS,
THE GAND BOUNTY HUNTER

Trained in the ancient disciplines of the Gand findsmen, Zuckuss left his homeworld to become a bounty hunter. Using his semi-mystic abilities, he earned the nickname 'The Uncanny One' from his fellow hunters. Though cautious, the Gand was capable of brutal violence when he deemed it necessary.

Gand is a planet of near perpetual mists and fog that swirl in its ammonia-rich atmosphere. For many centuries, the findsmen of Gand tracked criminals and other wanted individuals through the mists using meditation to focus their Force-related visions. This tracker-elite was put out of business almost overnight when the Empire invaded Gand, bringing with it sensor technology available to all. Zuckuss was one findsman who, reluctantly and under something of a cloud, left his homeworld.

Partners

As with so many bounty hunters, Zuckuss found employment with the Hutts. While working for Jabba, he was partnered with the droid 4-LOM. Together, the mysticism of the Gand and the cold logic of the droid made for a highly effective partnership. Both sought to learn from the other, with 4-LOM particularly fascinated by the concept of a power that could not be scanned or created artificially. The two hunters worked for both Empire and Rebellion, delicately treading a fine line between the two.

Internal Conflict

For a bounty hunter, Zuckuss was a mass of inconsistencies. An ammonia-breather, he was injured during a capture, having taken three breaths of deadly oxygen. While injured, and to raise cash for a lung replacement operation, Zuckuss and 4-LOM brought an Imperial Governor to the Rebels for trial.

Later on, while technically in the employ of Darth Vader, the pair saved some 90 Rebels from a crippled transport in the aftermath of the evacuation that followed the Battle of Hoth. Zuckuss was eventually saved by a Rebel medical team, and found himself touched by the honesty and kindness of his hosts. Although they would return to their bounty hunter ways, Zuckuss and 4-LOM remained Alliance sympathisers.

Dichotomy

There was a deep dichotomy in Zuckuss. The depth of the emotional stress caused when he left his homeworld eventually caused a mental collapse and gave rise to lifelong schizophrenia. This manifested as a dual personality. One was a very particular Gand findsman, careful to stick to the proper procedure and even language of the illustrious order. The other was a brash, foul-mouthed, sometimes unnecessarily vicious bounty hunter. Regardless of this, Zuckuss continued as a bounty hunter for many years, increasingly taking jobs for the New Republic – his Rebel sympathies at least one constant in his life.

PROFILE

Birth planet
Gand

Sex
Male

Height
1.5 metres (in armour)

Weapons
Merr-Sonn GRS-1 snare rifle, Blastech W-90 concussion rifle, blaster pistol, vibroblade, stun grenades

Affiliation
Bounty hunter

THERMAL EXHAUST PORT

DEATH STAR

At 120 kilometres in diameter, the size of a Class IV moon, the first Death Star station was declared to be invulnerable. As well as its planet-destroying superlaser, it bristled with enough secondary weapons to repel any capital ship assault. Yet a small port, used to vent excess heat from the reactors, was to prove its downfall.

It could all have been so different. At one point, the exhaust port was declared unnecessary and even omitted from the work plans. Eventually, it was built – an extra layer of safety, perhaps, in the event of something unforeseen happening within the massive reactors that powered the station. The port itself was the business end of a reactor venting system. Heavily shielded internally to prevent radiation entering the station, it was little more than a robust tube that accelerated excess superheated gasses from the cooling systems out of the station and safely into space.

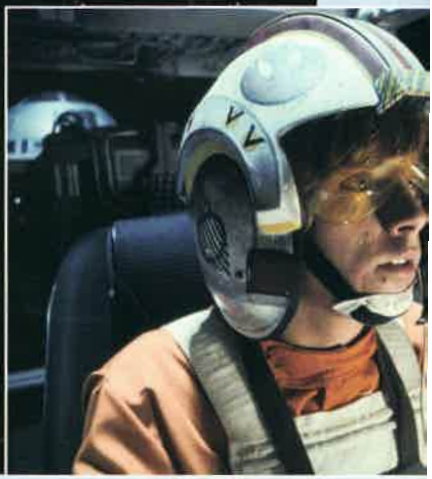
Fatal Design Flaw

Thermal exhaust ports represented a necessary evil for Imperial designers, as they were well-known weak spots targeted by Alliance saboteurs when assaulting ground-based installations. The way the venting systems were built meant that energy applied to an exhaust port from outside of the installation was channelled very efficiently, and with catastrophic results, directly into the reactors. As a result, thermal exhaust ports were regularly shielded against lasers and were often fitted with armour against explosives. On the Death Star, such physical shielding was considered pointless. After all, the plans for the station were heavily protected in high-security locations, none of which held a complete set. No one could possibly steal all the plans, combine them, and then analyse them to discover a tiny thermal exhaust port. Could they…?

Old Tales, Desperate Plans

After Rebel agents stole the plans, a complete set was handed to General Jan Dodonna at the Rebel's Echo Base on Yavin IV. He had precious little time to analyse the plans, but he had real motivation to do so. The Death Star was on its way. Failure to stop it would mean an end to the Rebel Alliance.

All a Rebel pilot had to do to destroy the Death Star was dodge TIE fighters and turbolaser towers, and then hit a tiny target while travelling at over 1,000 km/h



Though Han Solo gave him the chance to make the shot, Luke had to trust in the Force to hit the thermal exhaust port and destroy the battle station.

Ruled by Fear

The Death Star was the ultimate expression of the Tarkin Doctrine. In his *Doctrine of Fear*, Grand Moff Tarkin proposed that the galaxy could be ruled by maintaining a constant level of fear in the population – fear of the application of extreme force by the Empire, rather than actual use of that force. It relied on weapons like the Death Star and a demonstrable willingness on the part of the Empire to use such weapons. In other words, destroy a few key planets, Alderaan for example, and other systems would be too terrified to resist Imperial rule.

The station did appear invulnerable. Finally, Dodonna had nearly given up hope. He ordered his team to grab some food and a little sleep. Dodonna himself wandered about the Rebel base. As he did, he heard someone telling an old children's story about a dragon slain in its arrogance when the hero spotted a tiny weak spot where a scale had fallen from the mighty beast. This sparked a 'what if?' thought in the wily old general. He rushed back to the plans and, after some frantic searching, spotted the 'missing scale' on the Death Star.

The Dark Lord's Defence

In the folk tale Dodonna had been inspired by, the dragon had arrogantly shown off its 'impenetrable' armour to the hero. That arrogance was its downfall. Darth Vader had argued that the Imperial reliance on technology was a blind spot it could ill afford. The cadre who commanded the Death Star arrogantly believed it was the ultimate power in the galaxy. So confident were they that they were safe from anything the Alliance could muster, they refused to deploy the usual starfighter screen when the Death Star arrived in the Yavin system. Furthermore, when Imperial strategists learned that there was a danger to the station from the Rebel starfighter attack, this was dismissed out of hand.

Darth Vader was not one to underestimate an opponent, nor to leave much to chance. When the Y-wings of Gold flight broke off and began their assault, he realised that something was amiss. The Dark Lord immediately took his own TIE fighter into combat, accompanied by his wingmen. Gold Leader and his Y-wing group were quickly destroyed. Red Leader and his wingmen followed not long after, leaving Luke Skywalker, Biggs Darklighter and Wedge Antilles as the last hope for justice and freedom in the galaxy.

Only Han Solo's timely and unexpected intervention was to prevent Luke from being destroyed by the guns of Vader's TIE Advanced x1, and only his fighter's armour saved the Dark Lord from destruction. There was no such reprieve for the Death Star.

BATTLE IN THE TRENCH

THE STRUGGLE FOR REALISM

The simplest things to write can quickly become the most complex things to film. The Rebel fighters had to fly down a trench in the Death Star's surface and hit the thermal exhaust port. Simple! Filming this was to test all the skill and ingenuity of the modellers and cinematographers working on the film.

To film the surface of the Death Star, a number of different versions of the station were created, always with an eye to maintaining the illusion of its massive size.

Miniature Giant

While digital effects are used now, the Death Star was brought to the screen in the 1970s using a complete version of the station (a model with a diameter of 1.2m) as well as scenery tiles of the Imperial monster's surface, and highly detailed, photo-realistic glass paintings. For the climactic trench run, large numbers of model tiles were built and laid out in a gigantic mosaic.

Casting The Death Star

For the trench run sequence showing the Y-wings and X-wings skimming the surface, six highly detailed scenery tiles were created at three different scales to represent different heights during the Rebel approach. The master tiles were then used to create moulds from which additional tiles could be quickly and cheaply cast. These tiles were then assembled on plywood backing boards for rigidity.

Photo-Op

To create a detailed view of the surface of the Death Star viewed from high

Covering all the angles

Once the representation of the Death Star's surface was completed, using hundreds of tiles cast from six original master models, a variety of techniques were used to get the vital sequences to look right. The models, cameras and even film-makers were lifted, tilted, suspended and strapped into all sorts of positions – but the results were astonishing!

above using models would have taken the special effects team far too much time and money to do. The solution was to take hundreds of photographs of the surface of the station, cut them out, then lay them down in such a way as to create a believable aerial shot of the station surface that could be filmed from above.

The Man With The Truck

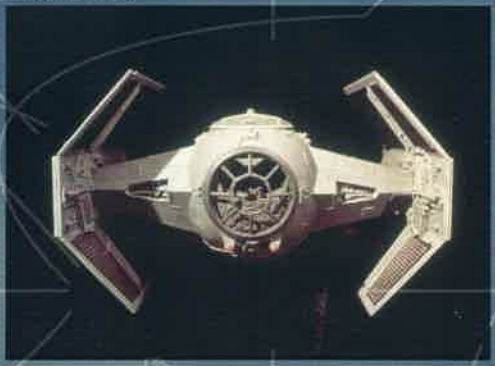
Steve Gawley, one of the few individuals to have worked on all six *Star Wars* films, was one of the first 15 visual effects specialists to work on *Star Wars* Episode IV back in 1975. His involvement was crucial in many ways – it was his pick-up truck that was used to carry the camera mount and drive alongside the Death Star trench model to film key sequences of the battle!

THE TIE ADVANCED X1

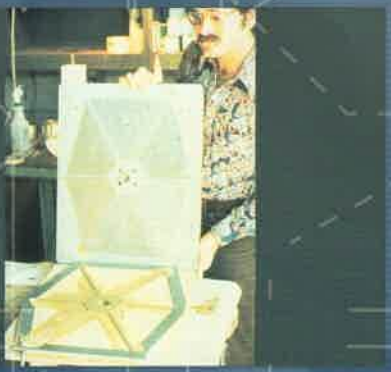
STAGES OF CREATION

EVOLUTION OF THE ADVANCED TIE FIGHTER

1 In the original storyboard, the radically different design of the TIE Advanced x1 allowed audiences to distinguish Vader from the other Imperial pilots.



2 The Advanced x1 only appears in Episode IV. Some publicity for Episode VI showed an x1 over the second Death Star, but it did not appear in the film.



5 A TIE fighter wing under construction.

6 TIE models on the 'production line' at ILM.

To get a proper feel for how a dogfight between fighters should look, the ILM film-makers viewed actual footage from World War II aerial battles. They then selected real-life scenes to use as 'place holders' until the special effects were completed.

3 Looking over the shoulder of Vader. Beyond the cockpit window frame (there's no glass) is the blue screen for the special effects footage.

4 As you can see here, the cockpit of the *Millennium Falcon* has a similar window frame to the TIE Advanced x1.

7 The complete model measured 33 x 46 x 32 cm.

8 The unpainted Advanced x1 cockpit.

DID YOU KNOW?

1 Where did Anakin Skywalker's first lightsaber come from?

2 Where did Darth Vader get his?

3 Who played Darth Vader in Episode IV?

ANSWERS:

1 As a Padawan learner, the young Anakin was given Qui-Gon Jinn's lightsaber.

2 Darth Vader, having lost his lightsaber in his battle with Obi-Wan, made a new one better suited to his embracing the dark side of the Force, using synthetic crystals as opposed to the naturally occurring ones Jedi Knights sought out.

3 Dave Prowse played Darth Vader in Episode IV. Initially, he had been offered the choice of Vader or Chewbacca, but he chose to play the villain in the end.

C

Callista

Character
Expanded Universe

A Jedi during the Old Republic, her mind was enslaved to a computer aboard the *Eye of Palpatine*. Years later, when Jedi Master Luke Skywalker attempted to destroy the *Eye*, one of his students lost her spirit in the struggle. Callista was able to take over the body and live again, though she lost her Jedi abilities. She and Luke fell in love, though she later left him to seek out an answer to why she was no longer a Jedi.

Can-cell

Species
Episode III

A native of Kashyyyk, this insect was over three metres long when an adult, and could be used as a mount by creatures smaller than the Wookiee – Jedi Masters Yoda and Tsui Choi both used them on Kashyyyk during the Clone Wars.

Cato Neimoidia

Location – Planet
Episode III

One of the first worlds ever colonised by the Neimoidians, it was home to Nute Gunray, one of the Separatist leaders during the Clone Wars. The Neimoidians built their cities on vast rocky arches. These settlements were dubbed 'bridge cities'.

C'baoth, Joruus

Character
Expanded Universe

A clone of the Old Republic Jedi Master Jorus C'baoth, this Dark Jedi had lost his mind. Believing himself to be the original C'baoth, he sought to corrupt Luke Skywalker. During Grand Admiral Thrawn's campaign against the New Republic, Joruus C'baoth was eventually declared too unstable to be useful to the Imperial forces. Although powerful, he was eventually killed by Mara Jade.

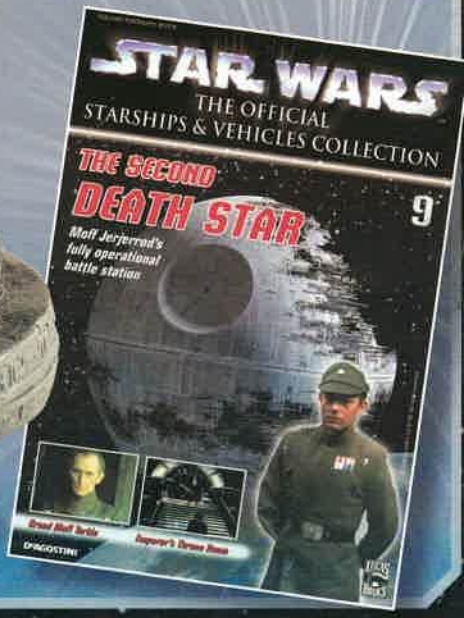
Chameleon Droid

Droid
Clone Wars
Series 2

A former mining probe droid modified by Separatist forces during the Clone Wars to plant mines. It used hologram projectors to render itself effectively invisible.

IN THIS ISSUE

WITH ISSUE 8: DARTH VADER'S TIE ADVANCED X1

IN YOUR NEXT ISSUE

WITH ISSUE 9: THE SECOND DEATH STAR